JSON D

JSON (JavaScript Object Notation) is a lightweight data-interchange format. It is easy for humans to read and write. It is easy for machines to parse and generate. It is based on a subset of the JavaScript Programming Language, Standard ECMA-262 3rd Edition - December 1999. JSON is a text format that is completely language independent but uses conventions that are familiar to programmers of the C-family of languages, including C, C++, C#, Java, JavaScript, Perl, Python, and many others. These properties make JSON an ideal data-interchange language.

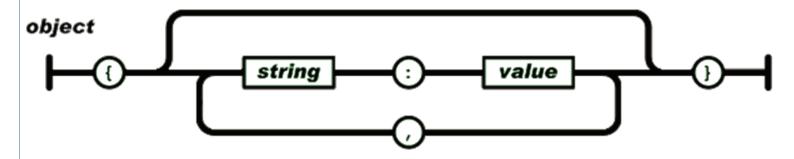
JSON is built on two structures:

- A collection of name/value pairs. In various languages, this is realized as an object, record, struct, dictionary, hash table, keyed list, or associative array.
- An ordered list of values. In most languages, this is realized as an array, vector, list, or sequence.

These are <u>universal data structures</u>. Virtually all modern programming languages support them in one form or another. It makes sense that a data format that is interchangable with programming languages also be based on these structures.

In JSON, they take on these forms:

An *object* is an <u>unordered set of name/value pairs</u>. An object begins with { (left brace) and ends with } (right brace). Each name is followed by : (colon) and the name/value pairs are separated by , (comma).



The following example shows the JSON representation of an object that describes a person.

```
{
    "firstName": "John",
    "lastName": "Smith",
    "age": 25,
    "address": {
        "streetAddress": "21 2nd Street",
        "city": "New York",
        "state": "NY",
        "postalCode": "10021"
},
    "phoneNumber": [
        { "type": "home", "number": "212 555-1234" },
        { "type": "fax", "number": "646 555-4567" }
]
}
```

A possible equivalent for the above in XML could be:

JSON in JavaScript

JSON is a subset of the object literal notation of JavaScript. Since JSON is a subset of JavaScript, it can be used in the language with no muss or fuss.

- In this example, an object is created containing a single member "bindings", which contains an array containing three objects, each containing "ircEvent", "method", and "regex" members.
- Members can be retrieved using dot or subscript operators.

myJSONObject.bindings[0].method // "newURI"

```
<%@page contentType="text/html; charset=UTF-8"%>
<%@page import="org.json.simple.JSONObject"%>
<%
  JSONObject obj=new JSONObject();
  obj.put("name", "foo");
  obj.put("num", new Integer(100));
  obj.put("balance", new Double(1000.21));
  obj.put("is vip", new Boolean(true));
  obj.put("nickname", null);
  out.print(obj);
  out.flush();
%>
```

```
<html>
<head>
 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
</head>
<script type="text/javascript">
function createXMLHttpRequest() {
 // See http://en.wikipedia.org/wiki/XMLHttpRequest
 // Provide the XMLHttpRequest class for IE 5.x-6.x:
 if (typeof XMLHttpRequest == "undefined") XMLHttpRequest = function() {
   try { return new ActiveXObject("Msxml2.XMLHTTP.6.0") } catch(e) {}
   try { return new ActiveXObject("Msxml2.XMLHTTP.3.0") } catch(e) {}
    try { return new ActiveXObject("Msxml2.XMLHTTP") } catch(e) {}
   try { return new ActiveXObject("Microsoft.XMLHTTP") } catch(e) {}
   throw new Error ("This browser does not support XMLHttpRequest.")
 };
 return new XMLHttpRequest();
var AJAX = createXMLHttpRequest();
function handler() {
 if (AJAX.readyState = 4 && AJAX.status = 200) {
      var json = eval('(' + AJAX.responseText +')');
      alert('Success. Result: name => ' + json.name + ',' + 'balance => ' + json.balance);
 }else if (AJAX.readyState == 4 && AJAX.status != 200) {
    alert('Something went wrong...');
function show() {
 AJAX.onreadystatechange = handler:
 AJAX.open("GET", "service.jsp");
 AJAX.send("");
} ;
</script>
<body>
 <a href="#" onclick="javascript:show();"> Click here to get JSON data from the server sid
</html>
```